



Minbari Varar'Tals Destroyer Leader

SPECS

Class: Capital Ship

In Service: 2263

Point Value:

Ramming Factor:

Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 1 Speed

Turn Delay: 2/3 x Speed

Accel/Decel Cost: 5 Thrust

Pivot Cost: 5+5 Thrust

Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 10

Stb/Port Defense: 12

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: +2

WEAPON DATA

Neutron Laser

Class: Laser

Modes: R, P, S

Damage: 4d10+15

Range Penalty: -1 per 4 hexes

Fire Control: +4/+4/+1

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

Medium Molecular Torpedo

Class: Ballistic

Mode: Standard

Damage: 1d10+10

Range Penalty: -1/hex(over 25)

Max Range: 50 hexes

Fire Control: +4/+3/+1

Intercept Rating: n/a

Rate of Fire: 1 per turn

Special: Can hold up to four

shots and fire them all at

once or separately. Destroys 1

point of structure armor on

facing side. See rules.

Fusion Cannon

Class: Molecular

Mode: Standard

Damage: 1d10+9

Range Penalty: -1 per hex

Fire Control: +3/+3/+4

Intercept Rating: -2

Rate of Fire: 1 per turn

FORWARD HITS
1-3: Retro Thrust
4-6: Neutron Laser
7-9: Fusion Cannon
10-12: Med Mol Torpedo
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-10: Fusion Cannon
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Neutron Laser
10-12: Fusion Cannon
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Struct
11-12: Jammer
13-15: Hangar
16: Sensors
17: Jump Engine
18: Engine
19: Reactor
20: C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

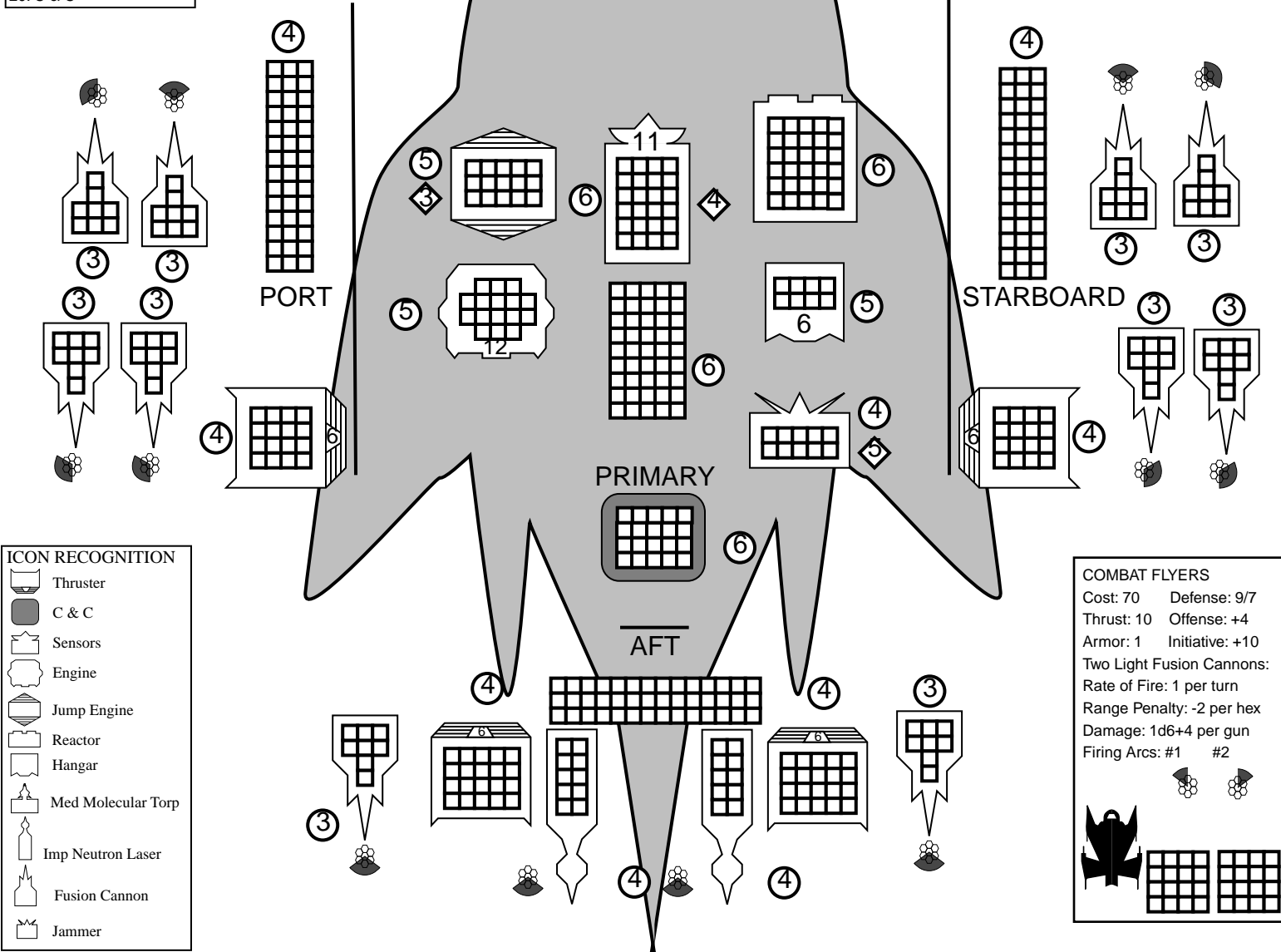
Target #5

Target #6

HANGAR

6 Fighters

2 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Molecular Torp
- Imp Neutron Laser
- Fusion Cannon
- Jammer

COMBAT FLYERS

Cost: 70 Defense: 9/7

Thrust: 10 Offense: +4

Armor: 1 Initiative: +10

Two Light Fusion Cannons:

Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: 1d6+4 per gun

Firing Arcs: #1 #2

